

# Ivan Orlandini

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## Product Designer UI / UX Designer



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### Personal

I'm all about creating stuff; it's my thing and pretty much why I ended up as a designer. (Probably also because I started creating my first products when there was still no computer at home).

I am 24 years old and live in Bergamo, a small town near Milan.

I design scalable products and create immersive experiences for big companies and startups.

Oh, I wouldn't want to forget my little big nerd love for 3D printing.

**Birth date:** 15/04/1999

**Address:** Via Quasimodo 4, Bergamo, Italy

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### Work Experience

#### 2023-Present

Basaglia Rota Nodari  
Bergamo, Italy

#### Product Designer

In this company I work as Product Designer and Art Director, I am mainly involved in the design of new products for companies, from target group analysis, concept, through 3D modelling and prototyping to product launch.

In this company I have learnt the value of smart research and design, creating products that are easily manufacturable and of quality for the end user.

#### 2020-Present

Freelance  
Bergamo, Italy

#### Freelancer Brand Designer & UI / UX Designer

As a Freelance I seamlessly blend creativity with strategic thinking to deliver impactful design solutions. Specializing in crafting design systems that adhere to brand guidelines, I bring a wealth of experience in developing visually compelling websites, web apps, and e-commerce platforms. My role extends to shaping the identity and positioning of international brands, where I excel in creating comprehensive brand architectures from logo design to sub-brand variations.

#### 2018-2020

Yourbiz  
Bergamo, Italy

#### UI / UX Designer & Brand Designer

I designed websites, web apps, and e-commerce applying User Experience rules and using them to craft a design system that follows brand guidelines and its communication, or using existing design systems like Material Design. As a brand designer, I designed and thought on value identification and positioning of international brands trying to create a design system that, starting from the logo, would build a brand architecture that includes from the typography to the style of the images, passing through the declination of the logo in sub-brand.

#### 2017-2018

Publish  
Bergamo, Italy

#### Web Designer & Graphic Designer

I was mainly responsible for the graphics of websites for customers going then to create the actual product frontend side, directing the backend department on the needs of the site, I have created some magazines for the company and customers.

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## Education

**2020-2023**

Politecnico di Milano  
Milan, Italy

**Bachelor's degree in Product Design (110L)**

I learned essential skills in design thinking, prototyping, and utilizing advanced design tools. I am well-prepared to apply my knowledge to create innovative and user-centered product solutions.

**2021**

UXBox  
Milan, Italy

**User Experience Design course at UXBox**

Course held by Matteo di Pascale, Head UX Designer from Samsung, OnePlus and Leo Burnett, 24 weeks of course to learn and analyze every phase of UX Design.

**2018**

Guglielmo Marconi  
Bergamo, Italy

**Diploma, Computer Programming**

I studied computer programming, which gave me a good knowledge base of object programming, front end and back end development, databases, mathematics etc.

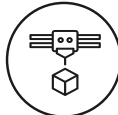
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## Languages

Italian (native), English (professional)

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## Interests



3D print



Content creation



Videogames



Fitness



Piano